

TOOL BOY

WINTER COLLECTION

USER MANUAL



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PRODUCT REQUIREMENTS

- M4 Base model required.
- Following morphs and characters recommended and supported: M4, M4++, M4 Elite, Hiro, Freak
- DAZ Studio 3.x or Poser 7 and up recommended.
- Product may work in earlier versions in both programs, but has not been thoroughly tested in the earlier versions.
- Not tested in DAZ Studio 4 or Poser Pro 2012

QUICK START INSTRUCTIONS

DAZ STUDIO

- Load M4 into the scene and inject desired morphs.
- Load desired pieces and "Fit To" M4, if they haven't been fitted automatically.
- Morph and pose your character and clothing pieces as desired.
- The clothing is 'super-conforming'. This means that the full and partial body morphs from the supported morph list will follow the character automatically.

POSER

- Load M4 into the scene and inject desired morphs.
- Make sure M4 in your scene is selected prior to inserting each clothing cr2(character file) into your scene. This step is critical to ensure that Superconforming and JCM's work properly.
- Load desired clothing cr2 into the scene.
- Select the loaded object, and conform to M4.
- to insert the next piece of clothing into the scene, Make sure M4in your scene is selected AGAIN, before inserting the next clothing cr2.

POSER AND DAZ STUDIO

- in case of poke-through during posing, numerous manual adjustment morphs have been provided.

- Each clothing item has a variety of styling, movement and specialty morphs.

GENERAL USE TIPS

- All CR2's will load with no materials applied. Once in the scene, please navigate toRuntime\libraries\Pose\M4ToolBoi\TBWinter pose directory and apply desired material poses. This will work for both, Poser and DS. In DS, pay specific attention that the scene object and the corresponding surface are both selected. Otherwise the material may not apply.
- Clothing items make use of JCM and Super conforming (crosstalk) features. For Poser, It is recommended you follow the loading procedure outlined in quick start instructions to ensure the morphs in the clothing link properly to those in the M4 figure. Failure to do this may result in severe pokethroughs and clothing behaving in an unexpected manner. If the JCM or Super conforming link should break or not activate for some reason, you may still use the Dial(s) in the BODY (or body part) group to manually morph the clothing as needed.
- Clothing is meant to be used with M4 posing limits turned on. While the posing limits may be turned off for more extreme character poses, clothing performance will be degraded beyond limits.
- This product also contains many loosen/tighten and adjust morphs to aid with fits in a wide range of poses.
- **StylingMorphs** - these are the fun morphs, but can also aid in fitting. Please take you time to familiarize yourself with their look and function. Our products have a lot of them. How you will use many of them is up to your imagination. Not all styling dials will work well when mixed. What works together well is mostly based on common sense.
- **Loosen/Tighten Morphs** - these morphs aid in ad-

justing fit and correcting minor poke-thru which you you may encounter with some poses.

- **BodyMorphs** - Clothing pieces in this set include the following set of M4 morphs: M4 Base, M4++, M4 Elite, Hiro 4 and The Freak 4. All Full Body Morphs (FBM's) and Partial Body Morphs (PBM's) are super-conforming (Taking advantage of Crosstalk and will follow the morph values dialed in the character) The dial setting values on these are best kept between 0 and 1. Higher or lower setting +/- can yield undesired results. However, you can often use the Loosen-Tighten and Styling Morphs to compensate.

- Poser and DAZ Studio materials have been assembled to work with medium intensity white light combined with medium intensity IBL. For more refined results, specularity, reflection, diffusion and other shader parameters may need additional adjustments to perform best under your lighting of choice. This is normal. There are no "one size fits all" solutions for every shader and lighting combination.

- Clothing in this set is created for mixing and matching. We didn't mean to have every single piece loaded at once. Use your imagination for various combinations.

- For extended mixing and matching we recommend purchasing out Tool Boy Summer Collection. Many clothing pieces in this and the Summer Collection sets have special morphs to accommodate fitting to one another.

- Number of morph poses have been provided to aid



in fitting the pieces together. Please see "Specific use tops" section to see which morphs to use to fit the pieces together.

- Clothing in this set contains a number of dials known as 'morphforms' or 'easy-pose'. These are dials which control several morphs or bones together in order to assist with posing of multiple bones, or setting multiple morphs.

- This is a very detailed set, with relatively high polygon count meshes and very high resolution textures. They are optimised for large single character renders. They may not perform well in multi-figure scenes.

- All clothing pieces in this set include 30 empty morph channels, so third party custom made morphs can be made and distributed via INJ poses.

SPECIFIC USE TIPS

HARDHAT



- 002Hardhat.cr2 in this set is a conforming piece and made to fit M4. It has several dials to fit it to Hiro4 head. For Freak 4 head fitting please use Loosen/Tighten adjustment morphs.

- This item has the same base mesh as the hardhat in the Toolgirl set and have been refitted, re-morphed and re-rigged to fit M4. The advantage of the same base mesh is that these it has identical UV maps as the V4 version and can share textures with the Toolgirl hardhat.

- Hardhat in this set can be used with the visor and ear protectors from this set or with the accessories from the Welder Girl set

- For those of you who do not own the Toolgirl set, textures from the set have been provided with the Toolboy. Those of you who own the Toolgirl set will

have received a 15% off coupon for this set so that you are not paying for the same textures twice. While the value of these textures is less than 15% we decided that 15%, adds a nice little discount for repeat customers.



MOTORCYCLE BOOTS

- 005MotorBootL.cr2 and 006MotorBootR.cr2 are calf-height 'engineer' type boots frequently worn by classic bikers of the kind you may be seeing in an easy-rider type movies. They can also make a good post-apocalyptic stylish combat boots.

- When you initially load and conform the billy boots, you may notice that the feet are poking through the boot. Please use the "Fit4Shoes" pose located in the products' utility pose folder to set the foot visibility and posing for the boots.

- The boots can be used in this set, or mix and matches with out Toolboy Summer Collection. Jumpsuit in this set has a trouser leg fitting morph for improved fitting of the boots.

- The boots have several styling and adjustment morphs.



JUMPSUIT

- 007Jumpsuit.cr2 is the star of this set. This versatile piece can be used as a workman coveralls, as a car racing suit, as a sci-fi uniform coverall, an aviator or a combat coverall, or a post apoca-

lyptic hero outfit... and who knows what else the users can think of.

- Several detailed texture sets to get you started have been provided.
- Top, Belt and Bottom sections of this set can be hidden via Material Poses, so the jumpsuit could be turned into a jacket or trousers, to be used with other sets.
- Jumpsuit has a plethora of movement/styling and adjustment morphs to give you a lot of flexibility, fun and a lot of different options. Please take a little bit of time to examine the function and the look of various Styling and Adjustment.
- For easier posing, several 'morphform' type dials controlling more than one styling morph at the time have been added in order to simplify achieving several more common looks. One of those examples is a set of morphs which allow you to hide the pockets from the jumpsuit for a cleaner look, or additional texturing options.
- Fitting with the toolbelt: Please use the "ToolbelTON" morph top prepare the jumpsuit for the toolbelt fitting. Also, the toolbelt has a corresponding Fit To Jumpsuit morph.
- Jumpsuit can be fitted over the Motorcycle boots, or tucked inside them. To fit it over the boots please use "FitOverMotorBoots" morph, and to tuck it in, please use "TuckInTallBoots". It may be possible to use the tuck-in morph with other similar boots, but we can't guarantee a very snug fit.
- If using the jumpsuit with the underwear from this set, please set "FitOverUndies" morph to 1.0
- The jumpsuit can accomodate two types of collars, however, since a 'regular collar' morph stretches the neck to the extremes, there will be a fair amount of texture stretching as well. We considered removing this morph because it doesn't quite work for clo-

seup renders, but ended up leaving it, in case someone can make use of it.

- The jumpsuit has a set of morphs that aid fitting with Nerd 3D'd set of gloves for M4.
- In case of poke-throughs in various poses, we provided a good number of loosen/tighten morphs which will eliminate poke through in most cases. These morphs do need to be dialed manually.
- While this jumpsuit may look somewhat similar to the jumpsuit we made for the V4 Welder Girl, this is a brand new mesh modeled specifically for M4, with more masculine tailoring style, therefore it does not share textures with the V4 Welder Girl jumpsuit.



EAR COVERS

- O13EarCovers.cr2 is a simple construction style safety accessory that can be used with this set, combined with the hardhat and the visor, or with the ballcap from the Toolboy Summer Collection set.



VISOR

- O14Visor.cr2 is a simple construction style safety accessory that can be used with this set, combined with the hardhat and the visor, or with the ballcap from the Toolboy Summer Collection set.



UNDERWEAR

- O15Underwear.cr2 are the infamous non-toastless undies. The underwear can be used with the tanktop from the Tool Boy Summer Collection set for a complete set of independent male undergarments. Depending on the texturing the underwear can also be used as a swimsuit.

- The underwear has a number of JCM's that treat the bulge area with special care, so that when M4 walks (better yet, animated) it appears that he actually has a 'toast'. We accommodated the 'dress to the left' situation.

- The underwear also has a number of boy-toy morphs, which the end user should examine and play with. These should work well for many male pin-up renders.

TEXTURES AND SHADERS

- Textures for this set have shaders for DAZ Studio 3 and above, and for Poser 7 and above.
- Each set of mat poses (shader settings) makes use of several texture maps. In most cases there is a color diffuse map, bump map, specularity map and a displacement map included.
- Poser users, for best results please make sure that the 'displacement' is ON in your render settings.
- Material presets are found in your runtime, for both Poser and DAZ Studio. End user does not need to do anything more than load the MAT pose, for the correct setting to apply. Poser will know to use Poser files, and DAZ Studio will know to load DAZ Studio compatible files.

- Most texture maps are 4096x4096 pixel JPG files. Most displacement maps are 4096x4096 TIFF files to ensure smooth displacement.
- All textures are created to give good quality for close-up renders. The drawback to this is that due to large files, the set may be little heavy on resources in multi-figure scenes. More advanced users may want to make a copy of the textures in a separate directory and resize them as desired with help of any of the numerous image editing programs available.
- As is usual with 3D, shader settings may need to be adjusted manually to perform best under the lighting of your choice. Material presets and shaders in this set were optimized for medium intensity white light with a medium strength IBL component. Using them with strong IBL settings, the specularity may weaken, and without IBL, specularity may appear too strong. It is up to the end user to adjust this as needed.
- Many of the textures in this set coordinate with the textures in the Toolboy Summer Collection set. Also many of the textures will complement the V4 Welder Girl, or V4 Toolgirl sets.
- Please see Billy Boots note regarding shared textures with V4 Toolgirl.

KEY FILE LOCATIONS

- CR2's are located in ...Runtime\libraries\Character\M4ToolBoi\TBWinter
- MAT Poses and utilities are located in ...Runtime\libraries\Pose\ M4ToolBoi\TBWinter...
- Full file list is published in the readme file contained in this product.



UTILITY POSES

- Several utility poses have been included with this set to aid fitting things together.
- Shoe Fit Pose is necessary for the Shoes to fit M4. It can be applied to M4 before or after conforming the shoes. z
- Additional poses, such as zero feet and jumpsuit fitting poses have been provided as a quick fitting shortcut. Same fits can be achieved by dialing morphs, as outlined earlier.